

Amendments to the Claims

These claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A method of composing a scene content from digital video data streams containing video objects, said method comprising:

~~decoding for~~ generating decoded object frames from the digital video data streams;
~~rendering for~~ composing intermediate-composed frames in a composition buffer from the decoded object frames; and
 scaling the intermediate-composed frames for generating output frames constituting scene content.

2. (cancelled)

3. (previously presented) The method of claim 1, wherein the scaling of a current intermediate-composed frame and the decoding of a future intermediate-composed frame are provided simultaneously by a signal co-processor and a signal processor, respectively, operable synchronously and parallel to one another.

4. (currently amended) The method of ~~of~~ claim 3, wherein during the scaling of the current intermediate-composed frame, the decoding of the future intermediate-composed frame is limited to decoding a maximum number of object frames used for the composition of future intermediate-composed frames.

5. (previously presented) A device for composing a scene content from digital video data streams containing video objects, said device comprising:

decoding means for providing decoded object frames from the digital video data streams;

rendering means for composing intermediate-composed frames in a composition buffer from the decoded object frames; and

scaling means applied to the intermediate-composed frames for generating output frames constituting scene content.

6. (currently amended) The device ~~for~~ of claim 5, wherein the decoding means comprises a signal processor operative to execute decoding from the digital video data streams, and the rendering means comprises a signal co-processor operative to execute rendering and scaling of the decoded object frames separately from the signal processor, the signal processor and the signal co-processor being operative to execute synchronized and parallel calculations for creating simultaneously current and future output frames from said intermediate-composed frames.

7. (cancelled)

8. (currently amended) The device ~~for~~ of claim 5, wherein during the scaling, the decoding means is operative to decode a maximum number of object frames used for composition of future intermediate-composed frames.

9. (currently amended) A set top box ~~designed~~ for composing a scene content from digital video data streams encoded according to the MPEG-4 standard, comprising:

a decoding unit operable to generate decoded object frames from the respective digital video data streams;

a rendering unit operable to render intermediate-composed frames in a composition buffer from the decoded object frames; and

a scaling unit operable to scale the rendered intermediate-composed frames for generating output frames constituting scene content by the composition engine.

10. (currently amended) A computer program embedded in a computer readable medium, ~~product~~ readable by a device for composing a scene content from decoded object frames and causing the device to perform operations, the operations comprising:

decoding the digital video data streams for generating respective decoded object frames;

rendering the decoded object frames for composing intermediate-composed frames in a composition buffer; and

scaling the intermediate-composed frames for generating output frames constituting scene content.

11. (currently amended) The set top box of claim 9, wherein the decoding unit and the scaling unit have respective signal processor and co-processor operable synchronously with and parallel to one another to simultaneously create future and current intermediate frames.

12. (currently amended) The computer program ~~product~~ of claim 10, wherein the decoding and

scaling operations are simultaneously executed by respective signal processor and co-processor operable synchronously with and parallel to one another.